

1040ST<sup>E</sup>

ATARI

FAMILY CURRICULUM

## PLAY AND LEARN MODULE



### CONTENTS

Complete reading tutor parts 1-3

Prof plays a new game

Prof looks at words

Prof makes sentences





# **Play and Learn** **—— Module ——**

# THE COMPUTER AND LEARNING

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The Computer provides a much under utilised aid to learning. Not only is it now a vital part of the curriculum, but when used correctly, it can greatly enhance as well as complement current learning techniques. A computer, with the correct tools, provides a superb interactive medium to learning and revision. For a long time Atari have prided ourselves that we have provided the ideal Computer for any use, and we are sure that you will not be disappointed with your choice of the ST. Now, with the Atari Family curriculum, we have endeavoured to provide the tools you need for all levels of education and beyond.

We have packaged the software in five distinct modules, the first of which is for young learners, featuring an easy and fun reading course. The Junior School module takes you up to age twelve, and the GCSE revision module offers help with some key courses. Then there are two modules which feature subjects in which the computer plays a key role. The Creative module allows endless hours of creativity and fun with a paint package, a music package and a programming language. The Productivity module features three programs vital to the curriculum, as well as in business life, a Spreadsheet, a Database and a Word Processor.

We have worked very closely with experts connected to the National Curriculum and we are pleased to be able to say that all the software comes highly recommended by those who know. I have certainly learned a few facts whilst putting the package together and hope you find this package as useful and fulfilling as we have intended it to be. Please feel free to recommend it to fellow parents, teachers and families.

*Darryl Still for Atari Corp UK Ltd*

**PLAY AND READ**  
**THE COMPLETE READING TUTOR**

The books accompanying the programs were written by  
Trude Salisbury and illustrated by Ralph Salisbury.  
The Computer Program and the books were first published  
in 1989 by PRISMA SOFTWARE.

Text Copyright © Trude Salisbury

Illustration Copyright © Ralph Salisbury

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# INTRODUCTION

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Atari is proud to present the first three parts of Prisma's widely acclaimed 'Learn to read with Prof' series which in itself makes up the first three quarters of the first level of the Play and Read Complete reading tutor.

The complete PLAY AND READ series has three levels and is a library of 12 packages shown in the chart.

	<b>Part 1 reading</b>	<b>Part 2 spelling</b>	<b>Part 3 writing</b>	<b>Part 4 reasoning</b>
<b>Level 1</b>	Prof plays a new game	Prof looks at words 1	Prof makes sentences 1	Prof hunts for words 1
<b>vocabulary 63 words</b>	<i>included in this pack</i>			<i>available now</i>
<b>Level 2</b>	Prof has new shoes	Prof looks at words 2	Prof makes sentences 2	Prof hunts words 2
<b>vocabulary 126 words</b>	<i>available during 1991</i>			
<b>Level 3</b>	Prof makes new friends	Prof looks at words 3	Prof makes sentences 3	Prof hunts for words 3
<b>vocabulary 189 words</b>	<i>available during 1991</i>			

**Part One 'Prof plays a new game'** teaches a sight vocabulary and enables children to read the five books included in this package. No initial reading ability is required.

**Part Two 'Prof looks at words'** allows children to take a closer look at the words learned in Part One. Beginnings and endings of words are covered, as well as vowels, double letters and vowel combinations. This can be used as a companion program to Part One or on its own if the child has some reading ability.

**Part Three 'Prof makes sentences'** teaches sequencing, an important part of writing. The words used in Part One are used to make sentences. There are two basic games, 'Finish the sentence' and 'Make a sentence', each divided into a number of ability levels, which will give hours of fun and learning. This Part can be used on its own, if the child has some reading ability.

**Part Four 'Prof hunts for words'** develops the ability to reason and demonstrates the knowledge of the words learned so far. This is an essential part of learning to read.

**Part Four** is not included in this pack, but is available from Prisma Software direct or from most good Software stores.



# PART ONE

## **'Prof plays a new game'**

'PLAY AND READ' is a complete reading tutor. 'Learn to Read with Prof' is the first of three levels. Each 'Learn to Read with Prof' level has four parts. Each part deals with a different aspect of reading.



## PART ONE: PROF PLAYS A NEW GAME

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This package teaches a sight vocabulary. The words are chosen from the Murray and McNally word list. They are words the child is familiar with and are used in reading books suitable for beginner readers.

The games on the disk correspond with the reading books, giving every book its own game.

The opening Menu allows a choice of Book and Step. This allows you to pace the learning process. You can judge whether your child is ready for the next step, also you need not complete a step or book before ending a lesson.

To get the most benefit from Part One it is recommended that some simple points are remembered:

- a) Start with Book 1 Step 1 in the learning game. The Book number also refers to the reading books and the Step 'dots' indicate the progress made so far. Book 1 introduces the first nine words and Books 2 and 3 introduce a further nine words each. Books 4 and 5 add 18 words each.
- b) Advance from Step 1 through Step 5. This of course does not have to be in one session, but can be divided into 5 sessions or more.

- c) Steps should not be repeated unless absolutely necessary. One would not expect a child to be able to read the words at the end of Step 1 or Step 2. By the end of Step 3 some words will be familiar and the child should be able to read them without difficulty. But it is not until the end of Step 5 that the child has to be able to read the words in the game so the corresponding book can be read.
- d) Don't attempt to read the books until the words have been learned. At the end of Step 5 when the words for a book have been learned the child is able to read the book with confidence and satisfaction. This in turn will encourage the child to learn more words to read the next book.

There is a story which goes with **'Prof plays a new game'**. This is available on an audio cassette together with a computer disk. Children can listen to Patricia Hayes, the well known actress, tell a story and see the accompanying graphic display on the computer before the computer learning game is introduced. The story puts the words into context. This will help with the learning process. Having listened to the story once, you are of course free to listen to it whenever you wish. If you would like to purchase this cassette and disk please send £8.50 to:

Atari Cassette Offer,  
Prisma Software,  
P.O.Box 211,  
CHESTER CH1 3NJ

or telephone Access/VISA orders: 0244 326244.

## HOW TO GET STARTED

### Loading

Insert your disk in the disk drive and press the re-set button.

## HOW TO START THE GAME

You have the choice of moving the figure slow or fast. There are also different skill levels (Books 1-5 and steps 1-5). Make your choice with the arrow keys and the spacebar.

Start with Book 1 Step 1 and progress through all the Steps to Step 5. At the end of Step 5 the child can read Book 1. Continue with Book 2 Step 1 until Book 2 can be read and so on until the child can read all the books.

## PLAYING THE GAME

1. Move the figure with the arrow keys or joystick. Choose a word on the left side of the screen and confirm your choice with the spacebar or 'fire' with joystick. The word will change colour.
  - a) In Steps 1 - 3 the figure walks on the lines.
  - b) In Steps 4 & 5 there are no lines on the left side. The figure will walk off the ladder opposite a word. Move the figure so that the word is not obscured and can be read by the child.

2. Read the word to the child. The child must repeat the word after you.
3. The child should now find the corresponding word on the right side, moving the figure to it and confirming the choice with the spacebar. It is recommended that this is done without help from an adult. The child should say the word. The important thing to remember is that the child must always read the word on the right side without any help.

If the right word has been chosen it will change colour.

4. Repeat points 1 to 3 until all the words on the right side of the screen have changed colour.
  - a) At the end of a correct screen the child is rewarded with a figure at the top right of the screen.
  - b) After two consecutive correct screens new words will appear.
  - c) Any screens with incorrect words will have no reward figure.
5. Continue until the end of a Step has been reached when the child is rewarded with a graphic screen before starting on the next step.
6. When the end of Step 5 has been reached the child should read the corresponding reading book.

## **READING**

It is best if the child is not expected to read the books before the words have been learned. This should be at the end of Step 5. If the child insists on trying to read a book before the words have been learned, it is best if the parent reads it together with the child, similar to paired reading. If there are more than three or four words the child does not know, suggest that the words are learned before reading is continued. Capital letters are not introduced until a later Level.

## **THE READING BOOKS**

There are five reading books included in this pack. Each book is a stepping stone and should be read at the end of step 5 of the corresponding computer game.

The idea is that your child reads the book after the words have been learned. It will then be easy for your child to read the book without hesitation, gaining a sense of satisfaction and achievement.

This in turn will motivate your child to learn more words and read the next book.

## ADDITIONAL SUPPORT

Now your child is learning to read, some additional support will be needed.

Learning to read embraces a number of skills, each one helping your child to become literate.

Part one '**Prof plays a new game**' teaches your child to recognize words and the knowledge of a sight vocabulary enables one to identify familiar words in any text.

As the sight vocabulary increases it will become imperative that some understanding of the composition of words is gained.

Children must be able to distinguish between beginning and endings of words. It can be quite difficult to see the difference of '**no**' and '**on**'. Vowels can be confusing and '**if**' and '**of**' are easily mixed up.

To help children with these and many more words a closer look at words is of great benefit. **Part two 'Prof looks at words'** does this very effectively.

## WRITING

Having acquired a sight vocabulary your child will be eager to use the words learned so far. It is therefore important that plenty of opportunity is given for writing.



Encourage your child to make:

a dictionary with the words learned.

(A notebook allowing a page per letter will be enough to start with.)

a story book using the words learned and drawing pictures to go with it.

Gradually your child can learn to write sentences. This is a big step forward and **Part Three 'Prof makes sentences'** can help your child to take this step in easy stages.

**Part Four 'Prof hunts for words'** finally demonstrates that your child can read for meaning. More and more missing words have to be found until a whole story is written by your child.

Here your child has to give the spelling of words some thought as the computer only accepts correct spelling. This is also a good introduction to the keyboard. **Part Four 'Prof hunts for words'** is not included in this pack, but can be obtained from Prisma Software direct or from most good Software Stores.



## PART TWO

### **'Prof looks at words'**

'PLAY AND READ' is a complete reading tutor. 'Learn to read with Prof' has three levels. Each 'Learn to Read with Prof' Level has four Parts. Each Part deals with a different aspect of reading.



## PART TWO: PROF LOOKS AT WORDS

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Part two teaches children how to look at words more closely and so distinguish similar looking words from each other, as well as help with spelling.

The words used are those which have been taught in **Part One: 'Prof plays a new game'**. Part two can be played independently of Part One.

**Part Two 'Prof looks at words'** has a nucleus of five games.

**game a** - beginnings of words,

**game b** - vowels,

**game c** - endings of words,

**game d** - double letters,

**game e** - vowel combinations.

The games are arranged to correspond with the books supplied. Games **a**, **b**, and **c** are for books 1 - 5 and games **d** and **e** for book 5 only. Altogether there are 17 separate games and each game has a number of steps.

### ABOUT THE GAMES

**game a** looks at the beginning of words. This can be the first letter or the first two letters when they make a sound like '**pr**', '**pl**' or '**sp**'. Explain to your child that two letters can make a sound.

This should be the first game your child plays. It draws attention to the beginnings of words and this gives the best clue to the word. Also it can at times be quite difficult for children to distinguish between beginnings and endings.

**game b** is concerned with the vowels. This is to teach your child that there are five vowels in the alphabet and that words which look similar might sound different and have a different meaning. Be careful how you sound the vowels as they change their sound depending on the word.

**game c** looks at the endings of words. This will help with identifying words, but it must be pointed out that this game should not be played until you are absolutely sure that your child understands the difference between beginnings and endings.

**game d** looks at double letters. This game is only for book 5 as there are not enough words in the earlier books to make a game with double letters.

**game e** looks at vowel combinations. This game too is only for book 5. Here the following has to be pointed out: while we are concerned with the spelling of 'ea' for instance, we can not differentiate at this stage between the different pronunciations ie. read and learn.

## PART TWO; 'PROF LOOKS AT WORDS'

Each game has its own reward figures: **apples, boats, cars, dinosaurs** and **elephants**. You can point this out to your child.

For instance: apple starts with '**a**' and this is **game a**.

If your child can't read the complete words it will be helpful if s/he can learn the words with the help of **Part One 'Prof plays a new game'**. Introduce your child to **Book 1 of 'Prof looks at words'** only after you are confident your child has learned the words from Book 1.

## HOW TO GET STARTED

### Loading

Insert your disk in the disk drive and press the re-set button.

## STARTING THE GAME

Use the arrow keys and spacebar to choose and confirm from the menus on screen. This allows for the choice of books, games and steps.

## PLAYING THE GAME

1. Move Prof with the arrow keys or joystick. Prof can only walk on the lines or up and down on the ladder.

Choose a letter on the left of the ladder and confirm your choice with the spacebar or 'fire' with joystick. The letter will change colour.

If you wish to change your mind you can do this by moving Prof to another letter.

2. The chosen letter has to be inserted into one of the words on the right side of the ladder.

Move Prof to a word which needs your chosen letter and press the spacebar. Some help is given in Steps 1 and 2 when the missing letters show up in blue and so indicate where Prof should walk to.

3. If the correct word has been chosen it will change to red. If it is incorrect the word will disappear for a few seconds after which the game continues.
4. Repeat points 1 to 3 until all the letters have been used up and a reward figure has appeared on the top of the screen.
5. Continue until the end of the game when a reward screen will entertain your child.

## **A WAY OF HELPING YOUR CHILD**

These games are about words. Words can be read and spoken. This game will be of most benefit if every aspect is used to the full.



Encourage your child to read and say the word after it has been completed.

If your child has difficulty in finding the right place for a letter help can be given in this way:

- w Point out the line where the word can be found.
- w Or say the word which should be completed.
- w Or look at each word complete or incomplete in turn until you find a word with the particular letter missing.

It is always best not to point a word out directly, as the child needs and likes the challenge to find the word without too much obvious help.

There is an alternative way of playing these games: You point at a word and ask your child which letter is missing. One would have to make quite sure the missing letter is on the left side. Your child would then have to find the letter and the game continues as before.



## PART THREE

### **'Prof makes sentences'**

'PLAY AND READ' is a complete reading tutor. 'Learn to read with Prof' has three levels. Each 'Learn to Read with Prof' Level has four Parts. Each Part deals with a different aspect of reading.



## PART THREE: **PROF MAKES SENTENCES**

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This package gives your child a gentle start to writing and so become efficient in sentence sequencing. It also offers a simple way to introduce the keyboard. The ability to write sentences is a requirement of the National Curriculum.

The words used are those which have been taught in **Part One: 'Prof plays a new game'**. Part Three can be used independently of Part One and Part Two.

**Part Three: 'Prof makes sentences'** has two games and many different ability levels:

**Game 1:** 'finish a sentence'  
and **Game 2:** 'make a sentence'.

The games are arranged to correspond with the books supplied.

**'Finish a sentence'** is the easier of the two games.

Your child has the choice of using the arrow keys and the spacebar to insert the words or type the words to finish the sentence.

**'Make a sentence'** requires your child to make sentences using ALL the displayed words.

An 'easy' and 'hard' option is given.

Again your child has the choice of using the arrow keys and spacebar or typing the sentences and so getting familiar with the keyboard.

## HOW TO GET STARTED

### Loading

Insert your disk in the disk drive and press the re-set button.

## STARTING THE GAMES

Start your child with '**finish a sentence**' **Book 1** using the arrow keys to insert the words. When s/he has mastered this, progress to typing the words in or to '**make a sentence**' **Book 1** using the arrow keys to make the sentences. Only after this should your child embark on typing the sentences in. If this is still too difficult your child could 'finish' and 'make sentences' in Books 2 to 5 using the arrow keys and leave the typing until later.

If your child can't read the words it will be helpful if s/he can learn the words with the help of **Part One 'Prof plays a new game'**.

Both games become more difficult as they progress from Book 1 to 5.

## PLAYING THE GAMES

Choose the game you wish to play. Use the arrow keys to choose and the spacebar to confirm. Then choose which book, **'easy'** or **'hard'** and lastly **'spacebar'** or **'typing'**.

When using the arrow keys and spacebar, always confirm the word you have chosen with the spacebar. When typing the words, confirm when a word has been finished, with the spacebar. A simple score is kept which will encourage your child to do better next time, but at the same time will not discourage.

At all times the words your child has to use are displayed on the screen. This means that your child does not have to worry about spelling correctly, but can concentrate on learning to make sentences.

**'Finish a sentence'** gives your child the opportunity to think about sentences and what they mean. A number of words are displayed on the bottom of the screen and your child has to choose the words which completes the sentence. To help your child at the beginning the correct word is shown in the sentence in blue, but later dashes will indicate the length of the words. If **'spacebar'** has been chosen use the left and right arrow keys to choose the word which will complete the sentence. confirm with the spacebar. Encourage your child to read the sentence. If **'typing'** has been chosen, type the missing word and confirm with the spacebar. Again, encourage your child to read the sentence.

When a group of sentences has been completed they will appear on the screen for your child to see and read.

**'Make a sentence'** teaches sequencing. A number of words are displayed on the screen which will have to be put in order to make a sentence. To do this your child will have to be able to read the words and understand them. At times the computer will accept sentences which you will think could be improved and so they can, encourage your child to make better sentences next time. As well as **'spacebar'** and **'typing'** you can choose **'easy'** and **'hard'**. This refers to the length of the sentences. It will be best if your child starts with the 'easy' game, particularly in the later books.

Remember that your child might have difficulty recognising the letters on the keyboard because they are in upper case. To help with this cover them with stickers which have the lower case letters written on.



## **Other Activities**



## OTHER ACTIVITIES

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The process of learning to read and write starts long before your child is introduced to the first book or learns to write some words or letters.

Talking, listening, thinking and doing come long before reading and writing.

To develop an active mind needs stimulation and the activities below will give you some ideas of how you can encourage your child to think and consequently to learn to read and write.

Some of the activities mentioned below might be more suitable for older children and some for younger children. These are only suggestions and it is hoped that they are useful.

### GAMES

The story in the first package '**Prof plays a new game**' is about learning to read and about playing a game. The game is a computer game. In the story it is played at school.

There are of course lots of other games children like to play.

Games can be divided into outdoor games and indoor games.

## **Outdoor games**

Find a football, cricketball, tennisball etc. and discuss:  
the size of each ball,  
the name of the game you can play with each ball,  
how many people can play it.

Ask your child to draw a picture of children playing with a ball. Play a ball game together.

What other games do children play in the playground at school?

skipping, running, hopping etc.  
what are the games called?  
how are they played?  
how many children can play them together?  
which games can be played alone?

## **Indoor games**

Find a number of indoor games: board games, card games etc. and discuss their differences. Think of other games like 'pass the parcel', 'musical chairs' etc.

Play games with your child which encourage language, like:

**Ten-Up:** One of you can start the game with saying

## OTHER ACTIVITIES

'one Arrow' and the other players would repeat this in turn. When it is the turn of the leader again he can say 'One Arrow and Two Buttons' and again every player repeats this. The game continues until the list of items has been increased to ten (for younger children five items might be enough). Any player forgetting an item or making a mistake is eliminated. The items could be:

One Arrow, Two Buttons, Three Cats, Four Dogs, Five Engines, Six Footballs, Seven Games, Eight Houses, Nine Infants, Ten Juniors.

**My Teacher went to Town:** The first child would say "my teacher went to town and brought back a computer". The second child would continue "my teacher went to Town and brought back a computer and a book". Each child would add another item. If they forget an item they drop out of the game.

Make up your own game.

Make a book about different games.

## Action

Look at the reward pictures.

How many children are in the playground?

What games do they play?

What else can you see?

Talk about the other reward pictures.

## **Sounds**

What sounds can you hear when people are playing a game?

What sounds can you hear in the classroom?

What sounds can you hear in the playground?

What sounds can you hear at home?

## **MAKE A RHYME**

Find words to rhyme with

`play', `game', `man',

`run', `dad' etc.

## **Poem**

At school my Prof can say

"I run and like to play".

Write a poem. Press a button to make him run  
and you can read a book for fun.

## Play and Learn module – ‘PLAY AND READ’

Part One - Prof plays a new game

Part Two - Prof looks at words

Part Three - Prof makes sentences

The ‘Early School’ module has already given your child a start with reading, spelling and phonics, as well as writing sentences. The three Prof packs; ‘**Prof plays a new game**’, ‘**Prof looks at words**’ and ‘**Prof makes sentences**’ have given you an opportunity to share in your child’s learning with the best reading tutor available for your STE.

The Prof packs from ‘**PLAY AND READ**’ have been carefully developed over a number of years and in hundreds of primary schools to ensure that you can use it with your child with confidence. You will find that using these Prof packs and others from the series will help you to support the school’s teaching.

Now that you have made a start with helping your child learn to read there are a growing number of Prof packs becoming available for you to continue your child’s success.

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### ‘PLAY AND READ’ REGISTRATION CARD

With the Atari ‘Family Curriculum’ you have had a unique opportunity to use the first three packs from ‘PLAY AND READ’.

To register as a user please complete this card with your name and address and send with a stamped addressed envelope to Prisma Software, P.O. Box 211, Chester, CH1 3NJ.

Name of child using ‘PLAY AND READ’ \_\_\_\_\_

Age of child \_\_\_\_\_

Your opinion of ‘PLAY AND READ’ packs \_\_\_\_\_

\_\_\_\_\_

What other educational software would you like to see \_\_\_\_\_

\_\_\_\_\_

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

\_\_\_\_\_ POSTCODE \_\_\_\_\_

TELEPHONE \_\_\_\_\_





## Owning an ATARI Family Curriculum has its privileges

Save £5 on your next Prof pack from 'PLAY AND READ'

'Prof hunts for words' is the fourth pack in the series and is aimed at helping your child to use what has been learnt with the earlier packs. Your child can become almost like a detective, hunting down words to complete stories. This is an ideal way to help develop your child's reasoning and comprehension abilities. Prof's antics in the two main games takes him to a jungle and a desert island to hunt for words.

Complete the exclusive order form below and you can save £5 when you order 'Prof hunts for words'. Levels two and three are also becoming available so tick the box to get a free catalogue.

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### EXCLUSIVE ORDER FORM

Atari Family Curriculum Owner

Prisma Software, P.O. Box 211, Chester. CH1 3NJ Tel: 0244 326244

#### Please Tick

- X Please send the free 'PLAY AND READ' catalogue. I have enclosed a stamped self addressed envelope.
- X For £19.99 I would like to continue my child's learning with 'Prof hunts for words', the fourth pack in the 'PLAY AND READ' series. I understand I will save £5 from the usual cost of £24.99. I have enclosed £19.99 (no charge for p&p).
- X Please send to me Atari's Cassette Offer. This can be used with 'Prof plays a new game' and includes a story cassette read by Patricia Hayes as well as an accompanying disk and instructions. I have enclosed £8.50 (no charge for p&p).

#### Method of Payment

**Cheque** - Send your cheque made payable to Prisma Software with the completed order form to the address at the top of the form.

**Access/ Visa** - Complete your card details below and send your order form to Prisma Software at the above address.

Alternatively phone your order through on 0244 326244

ACCESS/VISA CARD NUMBER \_\_\_\_\_

EXPIRY DATE \_\_\_\_\_

SIGNATURE \_\_\_\_\_





Homework

$$12 + \frac{36}{12} + \frac{12}{4} =$$

$$14 - \frac{4}{8} + \frac{10}{5} =$$

$$9 + \frac{6}{2} + \frac{9}{3} + \frac{1}{1} =$$

$$\frac{1}{2}$$